

6. A method for simulating a radio device, wherein the radio device simulates the playing of music on a plurality of simulated radio stations, wherein at least certain of the plurality of simulated radio stations each correspond to one of a plurality of predetermined musical styles and play music in accordance with the one of a plurality of predetermined musical styles, the method comprising the steps of:

storing a library of music files in a first memory;

storing a plurality of sound samples in a second memory;

storing musical composition data in a third memory;

receiving first user input indicative of a first simulated radio station of the at least certain of the plurality of simulated radio stations, wherein the first simulated radio station corresponds to a first musical style;

under control of a processor in response to the first user input, selectively retrieving one or more music files from the first memory and/or selectively retrieving musical composition data from the third memory; and

under control of the processor, selectively playing music in accordance with the first musical style corresponding to the first simulated radio station, wherein the played music in accordance with the first musical style corresponding to the first simulated radio station comprises music based on the selectively retrieved music files from the first memory and/or automatically composed music based on the selectively retrieved musical composition data from the third memory, wherein the automatically composed music is composed by a synthesizer under control of the processor.

7. The method of claim 6, further comprising the step of:

under control of the processor, selectively retrieving one or more of the sound samples from the third memory and selectively playing sounds based on the selectively retrieved sound samples, wherein the selectively played sounds are synchronized by the processor with the selectively played music.

8. The method of claim 7, wherein the selectively played sounds comprise human sounds simulating human sounds of a disc jockey for the first simulated radio station.

9. The method of claim 6, further comprising the steps of:

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receiving second user input indicative of a second simulated radio station of the at least certain of the plurality of simulated radio stations, wherein the second simulated radio station corresponds to a second musical style;

under control of a processor in response to the second user input, selectively retrieving one or more music files from the first memory and/or selectively retrieving musical composition data from the third memory; and

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under control of the processor, selectively playing music in accordance with the musical style corresponding to the second simulated radio station, wherein the played music in accordance with the musical style corresponding to the first simulated radio station comprises music based on the selectively retrieved music files from the first memory and/or automatically composed music based on the selectively retrieved musical composition data from the third memory, wherein the automatically composed music is composed by a synthesizer under control of the processor.

10. The method of claim 6, wherein the plurality of musical styles comprise one or more of the following: dance; techno; hip-hop; rap; cool; ballad; new age; and Latin.

11. The method of claim 6, wherein the first memory, second memory and third memory comprise one or several memory devices.

12. The method of claim 6, wherein at least certain of the first, second and third memories comprise non-volatile memory.

13. The method of claim 12, wherein at least certain of the first, second and third memories comprise battery-backed-up RAM or Flash/EEPROM memory devices.

14. The method of claim 6, wherein the automatically composed music is composed under control of the processor based on a pseudo-random algorithm.

15. The method of claim 6, further comprising the step of providing a predetermined number of preset simulated and real radio stations, wherein, in response to user input selecting one of the preset simulated radio stations or real radio stations, under control of the processor, the method comprises either (a) if the first simulated radio station is selected by the user input, then selectively playing music in accordance with the first musical style corresponding to the first simulated radio station, wherein the played music in accordance with the first musical style corresponding to the first simulated radio station comprises music based on the selectively

retrieved music files from the first memory and/or automatically composed music based on the selectively retrieved musical composition data from the third memory, wherein the automatically composed music is composed by a synthesizer under control of the processor, or (b) if a real radio station is selected by the user input, then tuning a radio tuner to the real radio station selected by the user input and providing information or music transmitted by the real radio station as an output of the device.

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